INDEX

to

SIMULATION & GAMES

Volume 16

Number 1 (March 1985) pp. 1-120

Number 2 (June 1985) pp. 121-248

Number 3 (September 1985) pp. 249-368

Number 4 (December 1985) pp. 369-504

Authors:

BABCOCK, SUSAN F., see Vasu, E. S.

BASINGER, AARON M., "A Bibliography of Book Reviews," 111.

BECHHOEFER, ARTHUR S., "Anti-Monopoly II by Ralph Anspach [Game Review]," 243.

BOYD, CHARLES W., see Summers, B. I.

BRUIN, KLAAS, "Prejudices, Discrimination, and Simulation/Gaming: An Analysis," 161.

CAMPION, MARTIN C., "Nukes or Cukes? An Economic Conversion Game by Judith Barnet [Game Review]," 242.

DIEHL, PAUL F., see Matland, R. E.

EVANS, PETER, "Camden Level Crossing: A Simulation for Language Practice by Jim Brims [Game Review]," 240.

GETTS, GREGORY B., see Ritchken, P. H.

GEURTS, JAC. L. A., GODFRIED J. P. VAN GRIENSVEN, JAN W. GUBBELS, and JAC. A. M. VENNIX, "The Social Security System in the Netherlands: An Interactive Simulation," 289.

GREENBLAT, CATHY STEIN, "Editor's Note," 3.

GROFMAN, BERNARD, and NICHOLAS NOVIELLO, Research Note: Jai-Alai Outcomes as a Function of Player Position and Player Skill Level," 211.

GUBBELS, JAN W., see Geurts, J.L.A.

HOLDEN, GEORGE W., "Analyzing Parental Reasoning with Microcomputer-Presented Problems," 203.

KING, ALBERT S., "Self-Analysis and Assessment of Entrepreneurial Potential," 399.

KLABBERS, JAN H. G., "Instruments for Planning and Policy Formation: Some

Methodological Considerations," 135.

KOTZE, DEREK A., "The Winning Trainer by Julius E. Eitington [Book Review]," 496.
KUEHN, RALPH R., "Matrix and Functional Organizations in a Gaming Environment:
An Experimental Examination." 325.

LEDERMAN, LINDA COSTIGAN, "What's News," by William A. Gamson [Game Review]," 101.

MAHAJAN, A. K., see Ward, M. D.

MATLAND, RICHARD E. and PAUL F. DIEHL, "The Kidney Problem by Ronald Brunner [Game Review]," 105.

MEADOWS, DENNIS, see Sterman, J. D.

MEADOWS, DENNIS, "Solicitation Regarding Microcomputer-Based Training Games," 123.

MIN, F.B.M. and H.A.J. STRUYKER BOUDIER, "The RLCS System for Computer Simulation in Medical Education," 429.

MURAYAMA, KENICHI, "Japanese Management and Gaming Simulation," 131.

NOVIELLO, NICHOLAS, see Grofman, B.

PETTERSSON, ERIC, "The 1984 ISAGA Meetings: A Working Conference of Gamers," 127.

PETRANEK, CHARLES F., "Out of Court: A Simulation of Mediation by Ethan Katsh and Janet Rifkin, [Game Review]," 364.

RADOSIŃSKI, EDWARD and LEOPOLD SZCZUROWSKI, "Computer Simulation Applied to Education in a Firm's Finances: The Computerized Financial Games," 417.

RAMAPRASAD, ARKALGUD, see Schermerhorn, J. R.

RITCHKEN, PETER H. and GREGORY B. GETTS, "A Portfolio Risk-Management Simulation Game," 49.

RUBEN, BRENT D., "Simcorp by Linda C. Lederman and Lea P. Stewart [Game Review]," 109.

SANDERS, PATRICIA and JOHN N. YANOUZAS, "Experiential Socialization: Some Effects of Positive Personal Reinforcement Upon Socializing 'Rebellious' Learners," 71.

SCHERMERHORN, JOHN R., Jr., UMA SEKARAN, and ARKALGUD RAMA-PRASAD, "Error Tendencies in Processing Student Feedback for Instructional Decision Making," 311.

SCHICK, JAMES B., "Rails West! A Microcomputer Game on the Financing and Building of the American Transcontinentals, 1870-1900 by Dr. Martin C. Campion [Game Review]," 361.

SEKARAN, UMA, see Schermerhorn, J. R.

SLEET, DAVID A., "Application of a Gaming Strategy to Improve Nutrition Education," 63.

STERMAN, JOHN D. and DENNIS MEADOWS, "STRATEGEM-2: A Microcomputer Simulation Game of the Kondratiev Cycle," 174.

STEVENS, GEORGE E., "A Firsthand View of the Staffing Function: A Simulation," 465.

STRUYKER BOUDIER, H.A.J., see Min, F.B.M.

SUMMERS, B. IRVIN and CHARLES W. BOYD, "Comparison of Practitioners' and Professors' Perceptions of Business Policy Content and Learning Methods," 7.

SZCZUROWSKI, LEOPOLD, see Radosinski, E.

THIAGARAJAN, SIVASAILAM and AIDA L. PASIGNA, "Chain Gang: A Framegame for Teaching Algorithms and Heuristics," 441.

VAN GRIENSVEN, GODFRIED J. P., see Geurts J.L.A.

VASU, ELLEN S., MICHAEL L. VASU, and SUSAN F. BABCOCK, "Teaching the Elaboration Model Using Computer Simulation," 33.

VASU, MICHAEL L., see Vasu, E. S.

VENNIX, JAC. A.M., see Geurts, J.L.A.

WARD, MICHAEL DON and A. K. MAHAJAN, "A Simulation Study of Indian Defense Expenditures, 1952-1979," 371.

WEIN, SHELDON, "Prisoners' Dilemmas, Truism, and Rationality," 23.

WOLFE, JOSEPH, "The Teaching Effectiveness of Games in Collegiate Business Courses: A 1973-1983 Update," 251.

YANOUZAS, JOHN N., see Sanders, P.

Articles:

- "Analyzing Parental Reasoning with Microcomputer-Presented Problems," Holden, 203.
- "Application of a Gaming Strategy to Improve Nutrition Education," Sleet, 63.
- "Chain Gang: A Framegame for Teaching Algorithms and Heuristics," Thiagarajan and Pasigna, 441.
- "Comparison of Practitioners' and Professors' Perceptions of Business Policy Content and Learning Methods," Summers and Boyd, 7.
- "Computer Simulation Applied to Education in a Firm's Finances: The Computerized Financial Games," Radosiński and Szczurowski, 417.

"Editor's Note," Greenblat, 3.

- "Error Tendencies in Processing Student Feedback for Instructional Decision Making," Schermerhorn et al., 311.
- "Experiential Socialization: Some Effects of Positive Personal Reinforcement Upon Socializing 'Rebellious' Learners," Sanders and Yanouzas, 71.
- "A Firsthand View of the Staffing Function: A Simulation," Stevens, 465.
- "Experiential Socialization: Some Effects of Positive Personal Reinforcement Upon Socializing "Rebellious" Learners," Sanders and Yanouzas, 71.
- "Instruments for Planning and Policy Formation: Some Methodological Considerations," Klabbers, 135.
- "Japanese Management and Gaming Simulation," Murayama, 131.
- "Matrix and Functional Organizations in a Gaming Environment: An Experimental Examination," Kuehn, 325.
- "The 1984 ISAGA Meetings: A Working Conference of Gamers," Pettersson, 127.
- "A Portfolio Risk-Management Simulation Game," Ritchken and Getts, 49.
- "Prejudices, Discrimination, and Simulation/Gaming: An Analysis," Bruin, 161.
- "Prisoners' Dilemmas, Truism, and Rationality," Wein, 23.
- "Research Note: Jai-Alai Outcomes as a Function of Player Position and Player Skill Level," Grofman and Noviello, 211.
- "The RLCS System for Computer Simulation in Medical Education, Min and Struyker Boudier, 429.
- "Self-Analysis and Assessment of Entrepreneurial Potential," King, 399.
- "A Simulation Study of Indian Defense Expenditures, 1952-1979," Ward and Mahajan, 371.
- "The Social Security System in the Netherlands: An Interactive Simulation," Geurts et al.,
- "Solicitation Regarding Microcomputer-Based Training Games," Meadows, 123.
- "STRATEGEM-2: A Microcomputer Simulation Game of the Kondratiev Cycle," Sterman and Meadows, 174.
- "The Teaching Effectiveness of Games in Collegiate Business Courses: A 1973-1983 Update," Wolfe, 251.
- "Teaching the Elaboration Model Using Computer Simulation," Vasu et al, 33.

Informal Communications:

ABSEL News and Notes by Jerry Gosenpud, 224, 346, 479. ISAGA News and Notes by Klaas Bruin, 87, 227, 348, 482. NASAGA News and Notes by Sivasailim Thiagarajan, 236, 357, 490. NASAGA News and Notes by W. Thomas Nichols, 99.

Game Reviews:

"Anti-Monopoly II by Ralph Anspach," Bechhoefer, 243.

"Camden Level Crossing: A Simulation for Language Practice by Jim Brims," Evans, 240.

"The Kidney Problem by Ronald Brunner," Matland and Diehl, 105.

- "Nukes or Cukes? An Economic Conversion Game by Judith Barnet," Campion, 242.
- "Out of Court: A Simulation of Mediation by Ethan Katsh and Janet Rifkin," Petranek, 364.
- "Rails West! A Microcomputer Game on the Financing and Building of the American Transcontinentals, 1870-1900 by Dr. Martin C. Campion," Schick, 361.

"Simcorp by Linda C. Lederman and Lea P. Stewart," Ruben, 109.

"What's News by William A. Gamson," Lederman, 101.

News and Announcements:

117.

Book Reviews:

"A Bibliography of Book Reviews," Basinger, 111.
"The Winning Trainer by Julius E. Eitington," Kotze, 496.

About the Authors:

119, 246, 367, 499.

